



# PC Item Details Report

21-Sep-2017

IFGS ID: 2428

## 1 KN Aubrel of Marador

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Gauntlet Of Mighty Arms	1232	2304	6	Y	Y	1
1 When worn by the bonded owner, provides 2 points of healing, six times per day.						Fin

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**Total Value of all items: 2304 + 0 gold**

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## 2 RN Hawkeye Telcontar

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Earcuff of Life Support	1233	2250	1	Y	Y	1
1 When worn by the bonded owner, this item provides the user with 9 points of Life Support as per the MK ability, once per day.						Fin

Item of Vervain, 1xpd	2112	800	1	Y	Y	1
1 When invoked by the bonded owner, this item allows them to cast Plant Seek, Vervain as oer the DR 5 spell, once per day.						Fin

Potion of Vervain	2113	80		Y	N	3
1 When consumed, this potion allows the user to cast Plant Seek, Vervain as oer the DR 5 spell, one time only.						Fin

Plant Seek: Resin, 1xpd	2114	800	1	Y	Y	1
1 When invoked by the bonded owner, this item allows them to cast Plant Seek, Resin as oer the DR 5 spell, once per day.						Fin

Potion of Resin	2115	80		Y	N	5
1 When consumed, this potion allows the user to cast Plant Seek, Resin as oer the DR 5 spell, one time only.						Fin

+1 Permanent Life Point	1646	2000		Y	Y	1
1 This is one extra innate Life Point. It can never be traded, transferred, or sold.						Fin

Missile Protection, 2xpd	3186	4000	2	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to cast Missile Protection as per the MU 5 spell, twice per day						Fin

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
2 Points of Healing, 1xpd	2111	240	1	Y	Y	11
1 When invoked by the bonded owner, this item provides 2 points of Healing as per the CL 1 spell, once per day.						Fin

2 Points of Healing, 1xpd	3185	240	1	Y	Y	10
1 When invoked by the bonded owner, this item provides 2 points of Healing as per the CL 1 spell, once per day.						Fin

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Reese's Flask	544	100	99	Y	Y	1
1 This is an everfull flask of Firewine Whiskey. Developed specifically for Reese (Dane Lyon's Monk), it has gained a reputation that is out of this world!						Fin

Everfull Vial of Acid	545	60		Y	Y	1
1 When used by the bonded owner, this flask will generate one vial of acid, every six seconds. This acid cannot be used in combat.						Fin

Everfull Vial of Oil	546	60		Y	Y	1
1 When used by the bonded owner, this flask will generate one vial of oil, every six seconds. This oil cannot be used in combat.						Fin



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21-Sep-2017

IFGS ID: 2428

## 2 RN Hawkeye Telcontar

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Everfull Canteen</b>	547	60		Y	Y	1
1	When used by the bonded owner, this canteen provides a cup of drinkable, clean water every six seconds.					Fin
<b>Rainbow Lizard</b>	802	800	1	Y	Y	1
1	When invoked by the bonded owner, this item acts as a 1 point spell or ability generator, once per day.					
2	May add one Elemental damage type (Earth, Fire, Ice, or Lightning) to all melee damage one time per day. The bonded owner can change the element type (Earth, Fire, Ice, or Lightning) at will with 15 seconds meditation. The damage will be magical.					Fin
<b>Rainbow Lizard</b>	1649	1000	1	Y	Y	1
1	When invoked by the bonded owner, this item acts as a 1 point spell or ability generator, once per day.					
2	May add one Elemental damage type (Earth, Fire, Ice, or Lightning) to all melee damage one time per day. The bonded owner can change the element type (Earth, Fire, Ice, or Lightning) at will with 15 seconds meditation. The damage will be magical.					Fin
<b>White Raven Griffin</b>	1652	5200	1	Y	Y	1
1	When invoked by the bonded owner, provides Life Support as per the MK ability once per day.					
2	In addition, the user can do ONE of the following once per day: Missile Protection (L5) as per the MU spell, Avenging Blow 14 pts as per the KN ability (L7), No Defense 8 points (L8) as per the KN ability.					Fin
<b>Animated Magic Rope</b>	1653	130		Y	Y	1
1	When wielded by the bonded owner, this is an animated magic rope.					Fin
<b>Feather - Hero of the Navarro</b>	3184	0		N	N	1
1	This feather indicates that the wearer is a Hero of the Navarro people.					Fin

### MOVEMENT

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Cat of Grace</b>	803	1050	1	Y	Y	1
1	When invoked by the bonded owner, casts ONE of the following once per day: Balance, Climbing, or Leap.					Fin

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Peregrine Falcon</b>	804	1320	1	Y	Y	1
1	When invoked by the bonded owner, casts ONE of the following once per day: Monk Speed or Sweep.					Fin
<b>Crushing Bow</b>	2370	15900		Y	Y	1
1	When wielded by the bonded owner, this is a +3 magic bow.					
2	The user can fire a Target Arrow, unlimited times per day.					
3	In addition, the user can Make Arrows, unlimited times per day.					Fin
<b>+2 Magic Sword</b>	2401	3600		Y	Y	1
1	When wielded by the bonded owner, this is a +2 magic sword.					Fin
<b>+3 Bow</b>	3187	7200		Y	Y	1
1	This Falcon is a familiar of the bonded owner and will only obey and respond to the bonded owner.					
2	This familiar can cast Awaken as per the MU 2 spell, once per day.					
3	This familiar can also perform a Sacrifice Throw as per the MK 3 ability, once per day.					Fin
<b>Range Finder Goggles, Unlimited</b>	3365	7800		Y	Y	1
1	When invoked by the bonded owner, this item will allow the user to perform a Target Arrow as per the RN 3 ability, once every five seconds.					Fin

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**Total Value of all items: 59810 + 2830 gold 62640**

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# PC Item Details Report

21-Sep-2017

IFGS ID: 2428

## 3 DR Rowan Greenfist

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+0 Shield	2632	90		Y	Y	1
1 When wielded by the bonded owner, this is a +0 magic shield.						Fin

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
2 Points Helaing, 1xpd	2634	240		Y	Y	6
1 When invoked by the bonded owner, this item provides 2 points of healing, once per day.						Fin

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+0 Club	2631	400		Y	Y	1
1 When wielded by the bonded owner, this is a +0 magic club.						Fin

### POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Crystal of Enchant - 2 SP Generator, 1xpd	2633	1000	1	Y	Y	1
1 When worn by the bonded owner, this ring generates 2 spell points, once per day.						Fin

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**Total Value of all items: 2930 + 3686 gold 6616**

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## 4 MK Yoshido Takamatsu

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Ring of Protection +1	806	1500		Y	Y	1
1 When worn by the bonded owner, this ring provides an additional 1 point of protection from all forms of physical attack.						Fin
Knight's Immunity To Fear, 1xpd	2968	960	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the user to perform a Knight's Immunity To Fear as per the KN 3ability, once per day.						Fin

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
2 Points Healing, 1xpd	2969	240	1	Y	Y	1
1 When invoked by the bonded owner, this item provides 2 points of healing, once per day.						Fin

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Fairy Dragon	805	800		Y	Y	1
1 When invoked by the bonded owner, casts ONE of the following per day: Flare (fire) once; Faery Lights and 4 ability points once, or 4 point Flare once.						Fin
Animated Unbreakable Rope	1992	230		Y	Y	1
1 When used by the bonded owner, this is animated magical rope which will respond to the verbal commands of the owner. This item may not be used in melee/combat.						Fin

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Everchanging (Material) +0 Sword	1993	2000		Y	Y	1
1 When wielded by the bonded owner, this is an Everchanging Material +0 magical sword.						
2 This item can change its base element one every 5 seconds from the following: ice, fire, silver, cold iron, crystal, wood, steel, and energy.						Fin
+1 Sword	2967	1200		Y	Y	2
1 When wielded by the bonded owner, this sword adds 1 point to all hand-held melee damage.						Fin



# PC Item Details Report

21-Sep-2017

IFGS ID: 2428

## 4 MK Yoshido Takamatsu

### POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Ability Point Generator, 3 points	807	1500	1	Y	Y	1
1 When invoked by the bonded owner, generates three ability points once per day.						Fin
1 Ability Point Generator, 1xpd	1994	500	1	Y	Y	1
1 When invoked by the bonded owner, this item will restore 1 Ability points, once per day.						Fin
8 Point Ability Point Generator, 1xpd	3018	4000	1	Y	Y	1
1 When invoked by the bonded owner, this item wil generate 8 Ability Points, once per day.						Fin

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**Total Value of all items: 14130 + 260 gold 14390**

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## 5 RN Roland

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+0 Magic Shield	439	400		Y	Y	1
1 Functions as a +0 magic shield when wielded bythe bonded owner.						Fin

### POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+1 Permanent Ability Point	436	500		Y	Y	1
1 The user has one permanent, additional Ability Point.						Fin

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**Total Value of all items: 900 + 1500 gold 2400**

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## 8 CL Marcus

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Hat of Thieves, 1xpd	3298	2100	1	Y	Y	1
1 When worn by the bonded owner, this hat will allow the user to perform a Disguise at level 7 as per the TH 7 ability, once per day.						Fin

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Everfull Acid	2182	100		Y	Y	1
1 When invoked by the bonded owner, provides one cup of Acid, every 5 seconds. This item cannot be used in melee.						Fin
Everfull Oil	2183	100		Y	Y	1
1 When invoked by the bonded owner, provides one cup of drinkable water (not Spring Water), every 5 seconds.						Fin
Everfull Water	2184	100		Y	Y	1
1 When invoked by the bonded owner, provides one cup of oiol, every 5 seconds. This item cannot be used in melee.						Fin
Everfull Mead	2185	100		Y	Y	1
1 When invoked by the bonded owner, provides one cup of Mead, every 5 seconds.						Fin
Animated Magic Rope	2186	130		Y	Y	1
1 When used by the bonded owner, this 100 foot rope is unbreakable, uncut-able, and non-destroyable by any person other than the bonded owner.						
2 It can be repaired by a Mend spell.						
3 It will obey simple commands from its bonded owner, and cannot be used in melee.						Fin

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**Total Value of all items: 2630 + 2740 gold 5370**

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# PC Item Details Report

21-Sep-2017

IFGS ID: 2428

## 9 TH Hwulfrun Tinkersson

### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Item of Savvy	1256	600	1	Y	Y	1
1 When invoked by the bonded owner, allows the user to cast a Savvy as per the MU spell, once per day.						Fin
Item of Read Language	1257	400	1	Y	Y	1
1 When invoked by the bonded owner, allows the user to cast a Read Language as per the MU spell, once per day.						Fin

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**Total Value of all items: 1000 + 3205 gold 4205**

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## 10 MU Willem Johnson

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
12 Points Healing, 1xpd	1562	1440	1	Y	Y	1
1 When invoked by the bonded owner, provides 12 points of Healing as per the CL spell, once per day.						Fin

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**Total Value of all items: 1440 + 350 gold 1790**

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## 11 KN Sir Scorpious

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Life Support Crystal	1359	270		Y	N	2
1 When invoked, allows the user to perform a Life Support as per the MK ability, one time only.						Fin
Headdress of Argus	1416	800	1	Y	Y	1
1 When worn by the bonded owner, this headdress will provide a once a day Sense II to the wearer.						Fin
Cloak Of The Red Rider	1417	1700		Y	Y	1
1 When worn by the bonded owner, this cloak acts as magical +0 chain mail.						
2 When wearing this cloak, the user is also under the effect of a once a day elemental protection fire 6 points						Fin
Celestial's Ring	1636	4340	1	Y	Y	1
1 User is allowed one dodge blow a day.						
2 Upon use of dodge blow, gain 8 points of elemental protection, user's choice of element.						
3 This item can only be used in future "Shadow"games by David Wood or in future Triad games by game design.						Fin
Bark Chew	1639	4000	1	Y	Y	1
1 Upon consumption, allows the user to Evade as per the Monks ability 1/day.						Fin
Vervain, one dose	2239	80		Y	N	3
1 When invoked, this item llows the user to cast Plant Seek: Vervain as per the DR 5 spell, one time only.						Fin
Plant Seek: Resin	2242	80		Y	N	3
1 When invoked, this item llows the user to cast Plant Seek: Resin as per the DR 5 spell, one time only.						Fin
Mask of Kip, 1xpd	2258	1620	1	Y	Y	1
1 When wielded by the bonded owner, this item allows the user to perform a Kip as per the MK 4 ability, once per day.						Fin
Tooth of Death, 1xpd	2566	2700	1	Y	Y	1
1 When invoked by the bonded owner, this item will allow the user to perform a Life Support as per the MKS 8 ability, once per day.						Fin



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21-Sep-2017

IFGS ID: 2428

## 11 KN Sir Scorpious

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>+3 Ring of Protection</b>	2569	9000		Y	Y	1
1 When worn by the bonded owner, this ring provides an additional 3 points of protection from all forms of physical damage.						Fin
<b>Sense I, 1xpd</b>	2811	1680	1	Y	Y	1
1 When invoked by the bonded owner, this item will allow the user to perform Sense I as per the MK 4 ability, once per day.						Fin
<b>+0 Plate Armor</b>	2813	1650		Y	Y	1
1 When worn by the bonded owner, this is +0 Plate mail.						Fin

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Potion of Neutralize Poison</b>	240	100		Y	N	1
1 When consumed, casts the spell Neutralize Poison on the user.						Fin
<b>15 Points of Fighter Regen in Combat</b>	243	1500		Y	Y	1
1 When invoked by the bonded owner, allows the user to perform a total of 15 points of Fighters Regen In Combat as per the Fighter ability, once per day.						Fin
<b>Cup of Blood</b>	477	840	1	Y	Y	1
1 This item provides 7 points of healing to the bonded owner once per day.						
2 To become bonded, the new owner must fill the cup with the blood of a dead adversary (someone who the user killed, or had a part in killing), and warmed (by placing a lit candle underneath the cup for 6 seconds).						
3 Then user must drink the blood & regain 7 points of healing. The blood must be consumed within one minute.						Fin
<b>Life Spark Crystal</b>	1358	500		Y	N	2
1 When invoked, casts a Life Spark as per the CL spell, one time only.						Fin
<b>10 Point Healing Crystal</b>	1420	120		Y	N	8
1 When invoked, casts 10 points of healing as per the CL spell, one time only.						Fin
<b>2 Point Healing Crystal</b>	2176	24		Y	N	25
1 This item provides 2 points of Healing, one time opnly.						Fin
<b>2 Points Healing, 1xpd</b>	2180	240	1	Y	Y	10
1 When invoked by the bonded owner, this item provides 2 points of Healing, once per day.						Fin

### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Tome of Titles</b>	466	400	1	Y	Y	1
1 This book magically contains the Names & Codes of all known Orders (when a new Order emerges the Order magically appears within the Tome). The information gained is exactly like the Knight's HERALDRY ability.						
2 The book bonds to its user like any other magic item and only he/she can read the otherwise indecipherable information. Because of the length of the work it always takes the owner 30 seconds to locate and read the information desired. Once per day.						Fin
<b>Chuckles, Gargoyle Figurine</b>	483	850	1	Y	Y	1
1 When asked, this figurine will answer one question within range of its knowledge (Its range of knowledge is equal to the abilities and LEGEND LORE, LEGEND LORE ON PEOPLE, HERALDIC LORE & NATURE LORE). One question per day.						Fin
<b>Book Of Heraldic Lore</b>	1052	400	1	Y	Y	1
1 When invoked by the bonded owner, this item allows the owner to cast Heraldic Lore as per the KN ability, once per day.						Fin



# PC Item Details Report

21-Sep-2017

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## 11 KN Sir Scorpious

### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Speak With Dead, 3 Questions Per Day</b>	1356	2400	1	Y	Y	1
1 When used by the bonded orner, casts a Speak With Dead as per the CL spell. Good for three questions per day.						Fin

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Reese's Flask</b>	544	100	99	Y	Y	1
1 This is an everfull flask of Firewine Whiskey. Developed specifically for Reese (Dane Lyon's Monk), it has gained a reputation that is out of this world!						Fin

<b>Everfull Vial of Acid</b>	545	60		Y	Y	1
1 When used by the bonded owner, this flask will generate one vial of acid, every six seconds. This acid cannot be used in combat.						Fin

<b>Everfull Vial of Oil</b>	546	60		Y	Y	1
1 When used by the bonded owner, this flask will generate one vial of oil, every six seconds. This oil cannot be used in combat.						Fin

<b>Everfull Canteen</b>	547	60		Y	Y	1
1 When used by the bonded owner, this canteen provides a cup of drinkable, clean water every six seconds.						Fin

<b>Plant Seek: Motherwort</b>	2236	40		Y	N	5
1 When invoked, this item llows the user to cast Plant Seek: Motherwort as per the DR 5 spell, one time only.						Fin

<b>Battleweed, one dose</b>	2241	300		Y	N	1
1 When invoked, this item llows the user to cast Plant Seek: Battleweed as per the DR 5 spell, one time only.						Fin

<b>ColdFire Lantern, 1xpd</b>	2260	400	1	Y	Y	1
1 This brass lantern uses a luminous powder to provide light equal to that of a torch. The lantern is cool to the touch at all times, and will not ignite any material, no matter how volatile. It is sealed so that neither wind nor water will extinguish it. Shaking the lantern vigorously will produce a somewhat brighter light for a time. The lantern has a chamber for a measure of flare oil. Provide cool, non-flaming light at all times, plus Faery Lights once per day.						Fin
2						Fin

<b>Memory, 1xpd</b>	2812	1000	1	Y	Y	1
1 When invoked by the bonded owner, this item will allow the user to perform Memory as per the TH 3 ability, once per day.						Fin

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>Hellebore, one dose</b>	2240	388		Y	N	2
1 When invoked, this item llows the user to perform Ranger Herbs: Hellebore as per the RN 6 abillity, one time only.						Fin

<b>Flare Oil</b>	2261	150		Y	N	1
1 Flare Oil reacts violently with the powder used in a coldfire lantern, producing a ray of intense light. This reaction completely consumes both oil and powder, so each measure of oil is sold with a packet of replacement powder. May only be used with the						Fin
2 coldfire lantern. When the Flare Oil is used, it creates a Lightbeam: Sunbeam as per the DR 8 spell, one time only. (30 points of damage and a 5 second Knockdown to an undead creature.)						Fin

<b>Scythe Bullet, 1xpd</b>	2568	1500	1	Y	Y	1
1 When invoked by the bonded owner, this item will allow the user to cast a Lightbeam - Starlight as per the DR 8 spell, once per day.						Fin

### POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
<b>4 Point Courage Point Generator</b>	1360	2000	1	Y	Y	1
1 When invoked by the bonded orner, provides 4 additional courage points to the owner, once per day.						Fin



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21-Sep-2017

IFGS ID: 2428

## 11 KN Sir Scorpious

### POINTS

	Item ID	Value	Per Day	Magic?	Permanent?	Count
1 Spell Point Generator, 1xpd	2259	500	1	Y	Y	15
1 When invoked by the bonded owner, this item provides one additional spell point, once per day.						Fin

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**Total Value of all items: 54066 + 3130 gold 57196**

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## 14 FT Henri Delacroix

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Healing Potion, 4 points	576	48		Y	N	1
1 When consumed, this potion provides 4 points of healing.						Fin

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**Total Value of all items: 48 + 433 gold 481**

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## 15 FT Tiberian

### DEFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
+0 Plate Mail	1227	1650		Y	Y	1
1 When worn by the bonded owner, this is +0 magic plate mail.						Fin

Sock of Escaping	2611	50		Y	N	1
1 When invoked, this sock will allow the user to perform an Escape Bonds as per the MK 1 ability, one time only.						Fin

### HEALING

	Item ID	Value	Per Day	Magic?	Permanent?	Count
6 Points Innate Healing, opd	1595	792	1	Y	Y	1
1 When invoked by the bonded owner, provides 6 points of Healing as per the CL spell, once per day.						
2 This item is innate, and can never be lost, sold, traded, stolen, or destroyed.						Fin
2 Point Healing, 1xpd	2934	240	1	Y	Y	8
1 When invoked by the bonded owner, the user will able to cast 2 Points of Healing as per the CL 1 spell, once per day.						Fin

### KNOWLEDGE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Gift of Tongues, 1xpd	2398	880	1	Y	Y	1
1 When invoked by the bonded owner, they can cast Read Languages as per the MU 1 a spell, once per day.						
2 The bonded owner can also cast a Speak Easy as per the MU 1 spell, once per day.						
3 This is an innate item and cannot be sold, traded, or lost.						Fin

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Basic Lockpicking Course	1598	700	1	Y	Y	1
1 When invoked by the bonded owner, allows the bonded ownder to Pick Locks as per the THIEF class, once per day.						Fin
Monk's Glove, 1xpd	1899	4105	1	Y	Y	1
1 When worn by the bonded owner, this gloves allows the owner to do ONE of the following, once per day: 1) an 8 point Ki-Ai as per the MK 4 ability, 2) or a Kip as per the MK 4 ability, 3) or a Sweep as per the MK 6 ability.						Fin
Jeb's Favorite, 1 xpd	1900	700	1	Y	Y	1
1 When invoked by the bonded owner, this item will allow the owner to perform a Thief's Touch as per the TH 4 ability, once per day.						Fin
Oil Of Smoothness	1901	70		Y	N	7
1 When invoked, allows the user to perform a Thief's Touch as per the TH 4 ability, one time only.						Fin





# PC Item Details Report

21-Sep-2017

IFGS ID: 2428

## 15 FT Tiberian

### MISC

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Ranger Herb, Any, innate, 1xpd	2539	3586	1	Y	Y	1
1 This innate ability will allow the user to perform a Rangers Herb, Any as per the RN 6 ability, once per day.						Fin

### OFFENSIVE

	Item ID	Value	Per Day	Magic?	Permanent?	Count
Dwarven Mithral Silver Plating	1228	200		Y	Y	1
1 This item mallows the user to permanently plate one weapon with Dwarven Mithral silver, one time only.						Fin

Navarro Sky Iron	1229	200		Y	Y	1
1 This item mallows the user to permanently plate one weapon with Navarro Sky Iron, one time only.						Fin

6 Point Physical Attack	1230	140		Y	N	1
1 When invoked, allows the user to cast a 6 point Physical Attack as per the MK ability, one time only.						Fin

Rainbow Lizard	1231	800	1	Y	Y	1
1 When invoked by the bonded owner, this item acts as a 1 point spell or ability generator, once per day.						
2 May add one Elemental damage type (Earth, Fire, Ice, or Lightning) to all melee damage one time per day. The bonded owner can change the element type (Earth, Fire, Ice, or Lightning) at will with 15 seconds meditation. The damage will be magical.						Fin

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<b>Total Value of all items:</b>	<b>16213 + 2097 gold</b>	<b>18310</b>
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